CSA : Cloud Based Social Application

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ABSTRACT

Abstract— The escalating power of mobile phones is providing richer applications and social interactions to users .These devices have less battery lifetime and unstable wireless connectivity, making the highest possible quality of service knowledgeable by mobile users not feasible. The current cloud computing technology, with its affluent resources to compensate for the precincts of mobile devices and connections, can potentially provide an ideal platform to support the desired mobile services. strong challenges arise on how to efficiently exploit cloud resources to facilitate mobile services, especially those with inflexible interaction delay requirements. In this paper, we propose the design of a Cloud-based social APP (CSA). The system effectively utilizes both PaaS (Platform-as-a-Service) and IaaS (Infrastructure-as-a-Service) cloud services to offer the group of users to watch video and interact socially while sharing the video. Social interactions among the users, in terms of spur-of-the-moment textual exchanges, effectively achieved by efficient designs of data storage with BigTable and dynamic handling of large volumes of contemporaneous messages in a typical PaaS cloud**.**

INTRODUCTION

In these centuary personnel devices and mobile devices have played a very important role in every persons life most of the people are now using mobile and pc has TV ,because these devices will provide information to user from every nook and corner of the worldwith the help of cloud most of the people store there information in cloud these help the user to reduces buying of resources with the blending of these two advantages our CSA will provide user watching tv expierence along with storing of videos and sharing of videos with friends and it helps in keep in touch with friends by socially interacting with them CSA can be implemented in Amazon EC2 or google app engine. CSA will encode the stream in real time by sending task to surrogates it will convert into desired format for particular user. These app can any system that supports HTML.

Objectives

1. fine streaming quality to mobile user with time changeable wireless connectivity

2. use of surrogates for video downloading and for interactivity

3. proficient stream transcoding by surrogate.
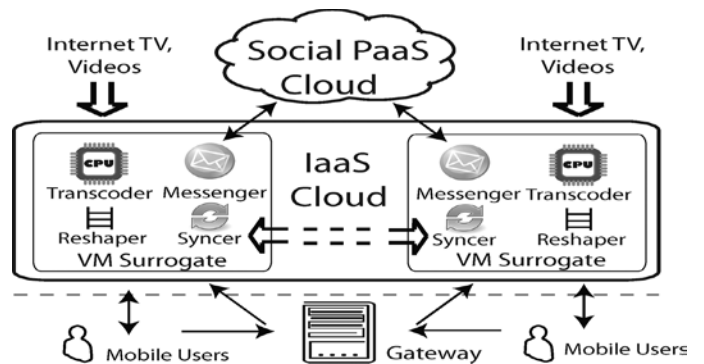
SYSTEM ARCHITECTURE

Fig:system architecture of CSA.

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EXISTING SYSTEM

A numeral of mobile TV Applications have sprung up in recent years, provoked by both hardware and software advances in mobile devices. Some early systems bring the real world living room familiarity to small screens on the move. But they focus more on barrier consent in order to realize the meeting of the television network and the mobile network, than exploring the demand of "social" interactions among mobile users

DISADVANTAGES

- Battery Life-time of smartphone's is throttled.
- unbalanced wireless connectivity.
- Quality of service by mobile users is not reasonable.

PROPOSED SYSTEM

We propose the design of a Cloud-based,Social Application. The system efficiently utilizes both PaaS (Platform-as-a-Service) and IaaS (Infrastructure-asa- Service) cloud services to offer the real world living-room familiarity of video watching to a group of contrasting mobile users who can interact socially while sharing the video. To promise good streaming quality as experienced by the mobile users with time varying wireless connectivity, we employ a surrogate for each user in the IaaS cloud for video downloading and social exchanges on behalf of the user.CSA also provides a user to host a session where he can invite other users to watch the video, one who invite and starts the session is called session head

CONCLUSION

Concluding that results prove the improved performance of CSA , in terms of transcodeing efficiency, timely, safe interaction and scalability, This presents our view of what might become a likelihood for mobile TVapplications, ie mobile social TV based on lively report supports and well-off functionality of cloud computing services This provides an

transcoding services for most platforms under various network conditions, By employing one surrogate VM for each mobile user, we achieve eventual scalability of the system, For social interactions memcache is used which is highly resourceful in secondary storage of data and it improves query performance

RESULTS

CSA is deployed on AMAZON EC2 or Google APP engine these are most widely used cloud platforms

Description:- home page in these for new user signup information is there where new user can enter name, Email ID, password, mobile no and gender and click on "create an account"To create a new account for user existed he can enter Email id and password to login

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Description:-In these page user can view the video , chatting with friends and user has options to play the other videos where details of other videos have been displayed

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